

## Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

### Listing of the Claims

#### CLAIMS

1. (currently amended) Method for recording or replaying data packets of an ~~MPEG~~ a bitstream using a stream recorder, wherein ~~MPEG~~ timestamps are included in the ~~MPEG~~ bitstream data packets to be recorded or to be replayed, said method comprising the steps of:

~~when recording, said MPEG inputting said bitstream data packets are input to said stream recorder through a network, which network causes network jitter and which network internally adds network timestamps to data packets of said bitstream in order to reduce by evaluating said network timestamps and said network jitter when outputting said data packets from said network;~~

~~recording said timestamps from said network, are recorded in said stream recorder together with said MPEG bitstream data packets to be recorded, in said stream recorder;~~

~~replaying said when replaying said MPEG bitstream data packets from said stream recorder, thereby using said recorded network timestamps are used to assign to the replayed MPEG bitstream data packets the correct temporal position as it was upon determined during said recording step;~~

~~passing the replayed and relocated MPEG bitstream data packets pass through said network, causing network jitter, which network again internally adds network timestamps to data packets of said bitstream in order to reduce by evaluating these network timestamps said network jitter when outputting said data packets from said network.~~

2. (original) Method according to claim 1, wherein said network temporally compresses the input data packets.
3. (previously presented) Method according to claim 1, wherein said network is an IEEE1394 connection.
4. (previously presented) Stream recorder for recording or replaying data packets of an MPEG bitstream, wherein MPEG timestamps are included in the MPEG bitstream data packets to be recorded or to be replayed, including:

a network interface through which said MPEG bitstream data packets are input to said stream recorder for recording, and through which said MPEG bitstream data packets replayed from said stream recorder pass again, which network causes network jitter and which network internally adds network timestamps to data packets of said bitstream in order to reduce by evaluating said network timestamps said network jitter when outputting said data packets from said network;

stream recording means which record timestamps from said network together with said MPEG bitstream data packets, or which replay said MPEG bitstream data packets, wherein when replaying data of said MPEG bitstream data packets said recorded network timestamps are used to assign to the replayed MPEG bitstream data packets the correct temporal position as it was upon recording.

5. (original) Stream recorder according to claim 4, wherein said network temporally compresses the input data packets.
6. (previously presented) Stream recorder according to claim 4, wherein said network is an IEEE 1394 connection.

7. (previously presented) Method according to claim 1, wherein any scrambling of said input data packets is kept unchanged.
8. (previously presented) Method according to claim 2, wherein any scrambling of said input data packets is kept unchanged.
9. (previously presented) Method according to claim 3, wherein any scrambling of said input data packets is kept unchanged.
10. (previously presented) Stream recorder according to claim 4, wherein any scrambling of said input data packets is kept unchanged.
11. (previously presented) Stream recorder according to claim 5, wherein any scrambling of said input data packets is kept unchanged.
12. (previously presented) Stream recorder according to claim 6, wherein any scrambling of said input data packets is kept unchanged.
13. (new claim) The method according to claim 1, wherein said network is a bi-directional network.
14. (new claim) The method according to claim 1, wherein said bitstream is a MPEG bitstream.